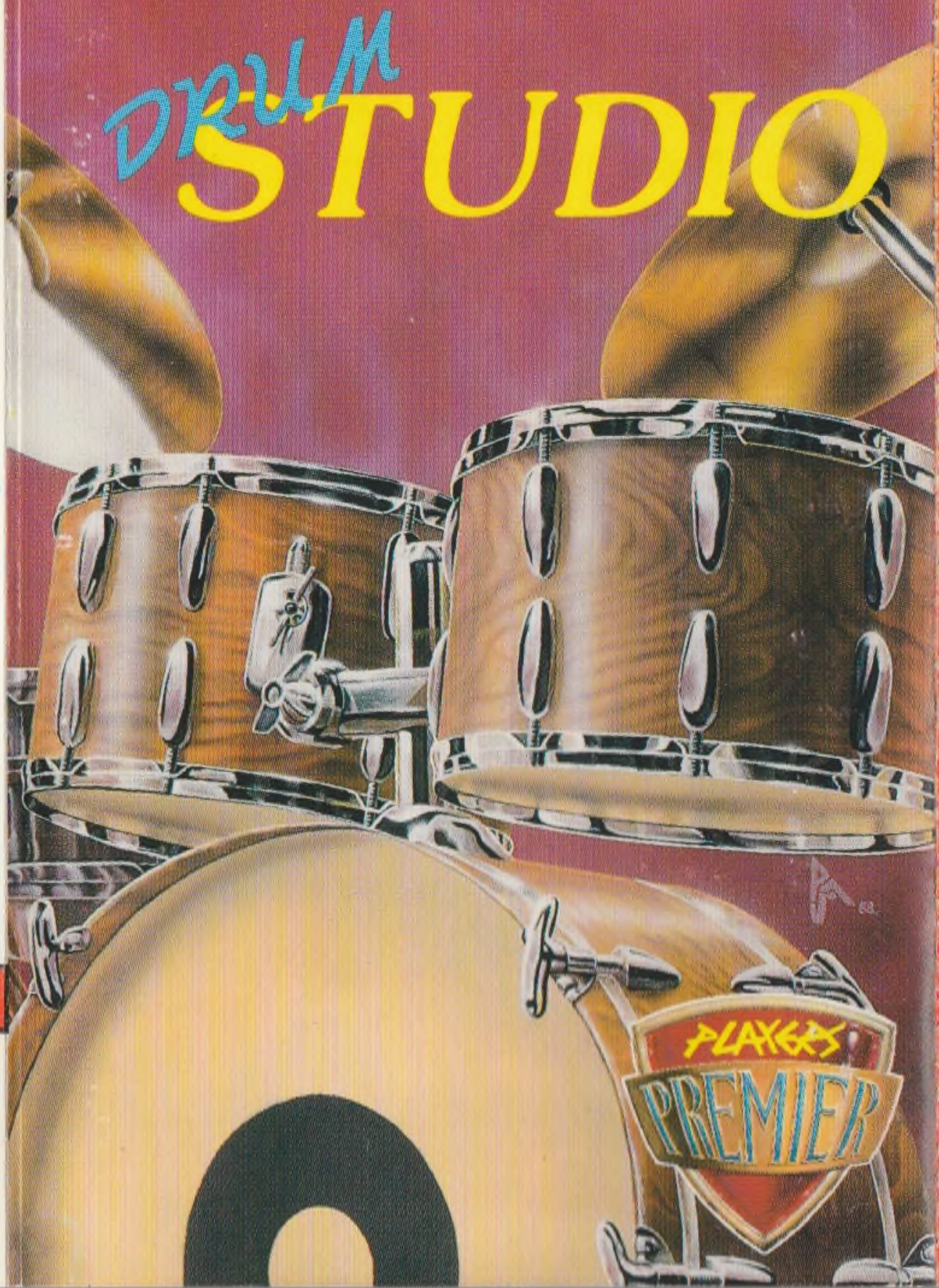
£2·99 C64/128 £2·99

DRUM STUDIO



PLAYERS PREMIER

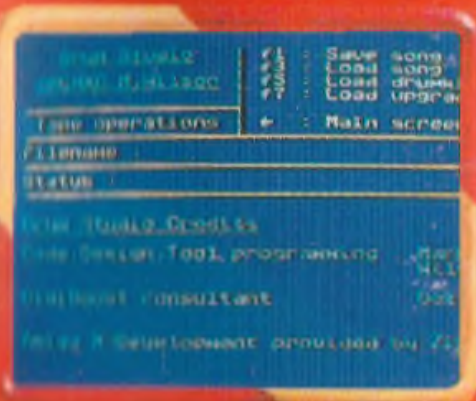
Drum Studio has been designed to be simple to use but still offer some of the power found in professional packages costing hundreds of pounds. Drum Studio allows drum patterns to be edited in real-time with the editor. Drum Studio is compatible with even the most recent versions of the C64, and also with the Commodore SFX unit which gives greatly improved sound quality.

FEATURES:-

**** 42 PRESET SAMPLES ****

**** REAL-TIME ENTRY ****

**** EXPANDABILITY ****



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C64/128

DRUM STUDIO

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PLAYERS PREMIER

LOADING INSTRUCTIONS

SPECTRUM:

48K; Rewind the tape to the beginning of side A. Type **LOAD'' ''** and press **ENTER.** The game should load automatically. Please follow all on screen prompts.

128K; Rewind the tape to the beginning of side **B** Select LOADER option from the menu. The game should load automatically. Please follow all on screen prompts.

AMSTRAD CPC:

CPC 464; Rewind the tape to the beginning of side A. Hold down **CTRL** and tap the small **ENTER** key. The game should load automatically. Please follow all on screen prompts.

CPC 664/6128; Rewind the tape to the beginning of side **B**. Type **I** (shifted @) **TAPE** (**ENTER**), then type **RUN''** (**ENTER**). The game should load automatically. Please follow all on screen prompts.

COMMODORE C64/128

C64; Rewind the tape to the beginning of side A. Hold down **SHIFT** and tap the small **RUN/STOP** key. The game should load automatically. Please follow all on screen prompts.

C128; Rewind the tape to the beginning of side **B** Ensure the machine is in **64K** mode. Hold down **SHIFT** and tap the small **RUN/STOP** key. The game should load automatically. Please follow all on screen prompts.

DRUM STUDIO KEY GUIDE

KEY F1: Plays/stops the current sequence

KEY F3: Changes the current sequence (00–63)

KEY F5: Toggles real time record

KEY F7: Plays/stops the song

KEY Q–U: Plays samples 1–7

KEY 1–2: Selects current record voice

KEY RETURN: Switches output between SID and SFX sampler

KEY RUN/STOP: Erases the current edit sequence

KEY C=: Erases only current record voice

KEY SPACE: Erases event in

current record voice (in real time record)

KEY CRSRs:Move song cursors left and right

KEY SHIFT & CRSRs:steps forward and backward through sequences

KEY ↑: Enters current sequence into song

KEY DEL: Deletes sequence from song

KEY =: Toggles song end between 'EN' and 'LP'

KEY *:Changes current sequence to sequence under song cursor

KEY +/−: Changes tempo

KEY ,: Copies current sequence

into copy buffer

KEY .: Copies copy buffer into current sequence

KEY <: Go to tape screen

RUN/STOP pressed with both SHIFT keys will clear the song and all sequences. (Hold down SHIFT keys first, then hit RUN/STOP)

A joystick in Port 2 can be used to edit the current sequence.

SONGS AND SEQUENCES

The basic building block of a DRUM STUDIO song is a sequence. There are a maximum of 64 sequences for use, numbered from 0 to 63.

Only the current sequence (as shown at the top of the screen) can be edited at one time, either by joystick or in real time from the keyboard. When real time record is selected, a metronome will sound when the sequence is played, and the drums you tap out on the keys Q to U will be entered into the sequence on the current record voice. Once a sequence is ready it can be entered into the song by pressing ^. The song is simply a list of sequences to be played one after the other. If the last entry into the song is 'LP' the song will loop back to the start when it finishes, whereas if the last entry is 'EN' it

will end. When DRUM STUDIO loads, a demo song shows what DRUM STUDIO is capable of. Press F7 to hear it.

SOUND OUTPUT

Normally sound output will be through the SID chip, utilising "DIGIBOOST" so that even very recent Commodore 64's are supported. however, if you have the Commodore SFX sound sampler plugged in, the output can be switched to that, giving greatly improved sound quality.

TAPE SCREEN

The screen will allow you to load and save your songs, and also load new drumkits

and upgrades for the program. When loading files, bear in mind that only files of the correct type are loaded, even if the filenames match, so 'FileName' the song is distinguished from 'FileName' the drumkit. Also, typing nothing for the load filename will load the first file of the correct type found on the tape. There are 6 drumkits on the tape following the DRUM STUDIO program. They are:-

BEATBOX - Heavy drums, some grunts, and a couple of kettle drums thrown in for good measure.

ROCK - Overdrive on overload!!

LOOPS - Two sampled

breakbeats (but no James Browne). Set tempo at 56 BPM to get the drums on the beat. Acid Man!!

POT POURRI – As the name suggests, a mixture of synth, drums, ethic durfs, and weird vocals.

DISCO – The drumkit in the demo song.

Normal – A straight forward set of drums, and a clap.

CREDITS

Coding: Mark Wilson Artwork: Peter Austin

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DRUM STUDIO

C 64

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